

FIG. 1A

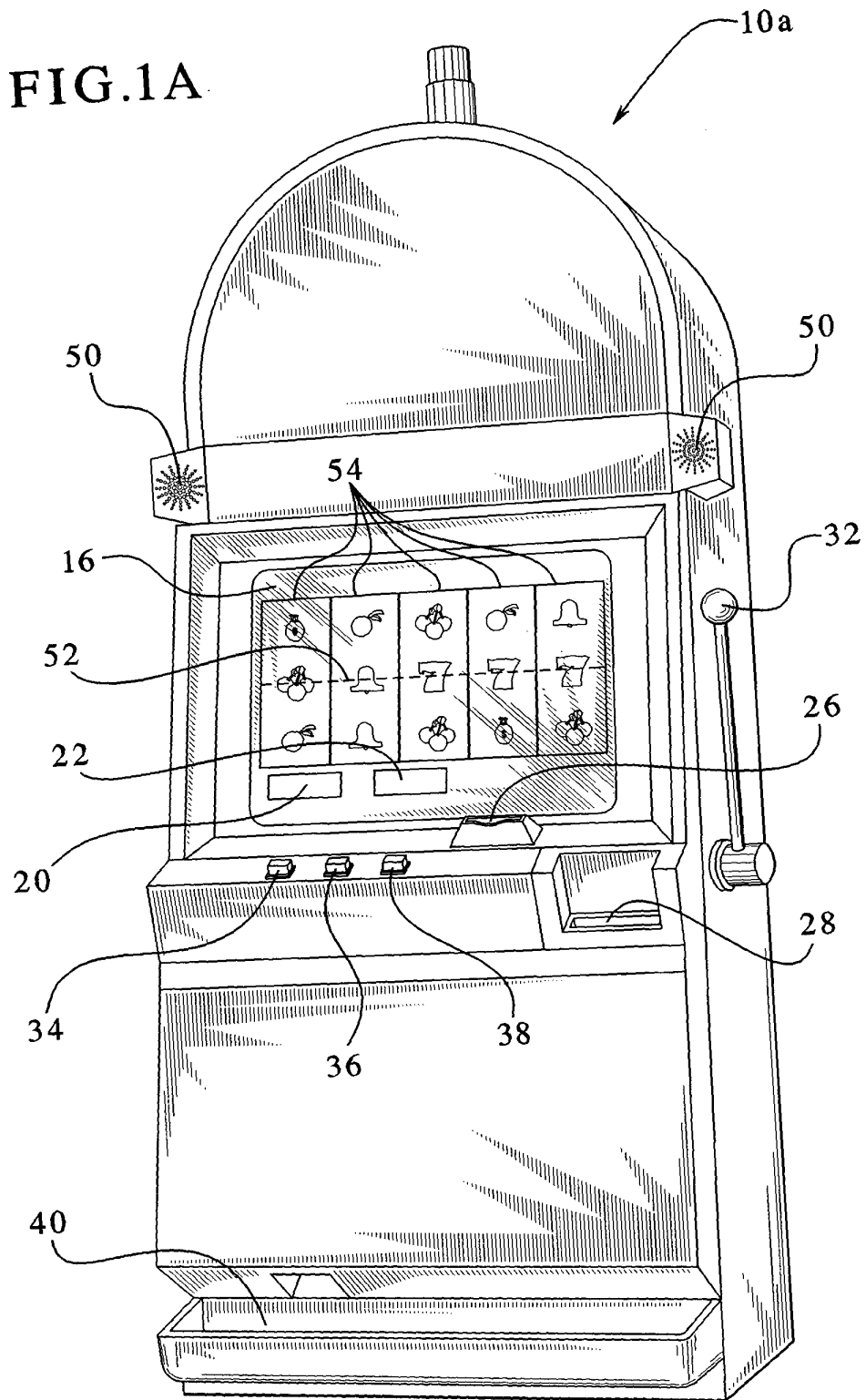


FIG.1B

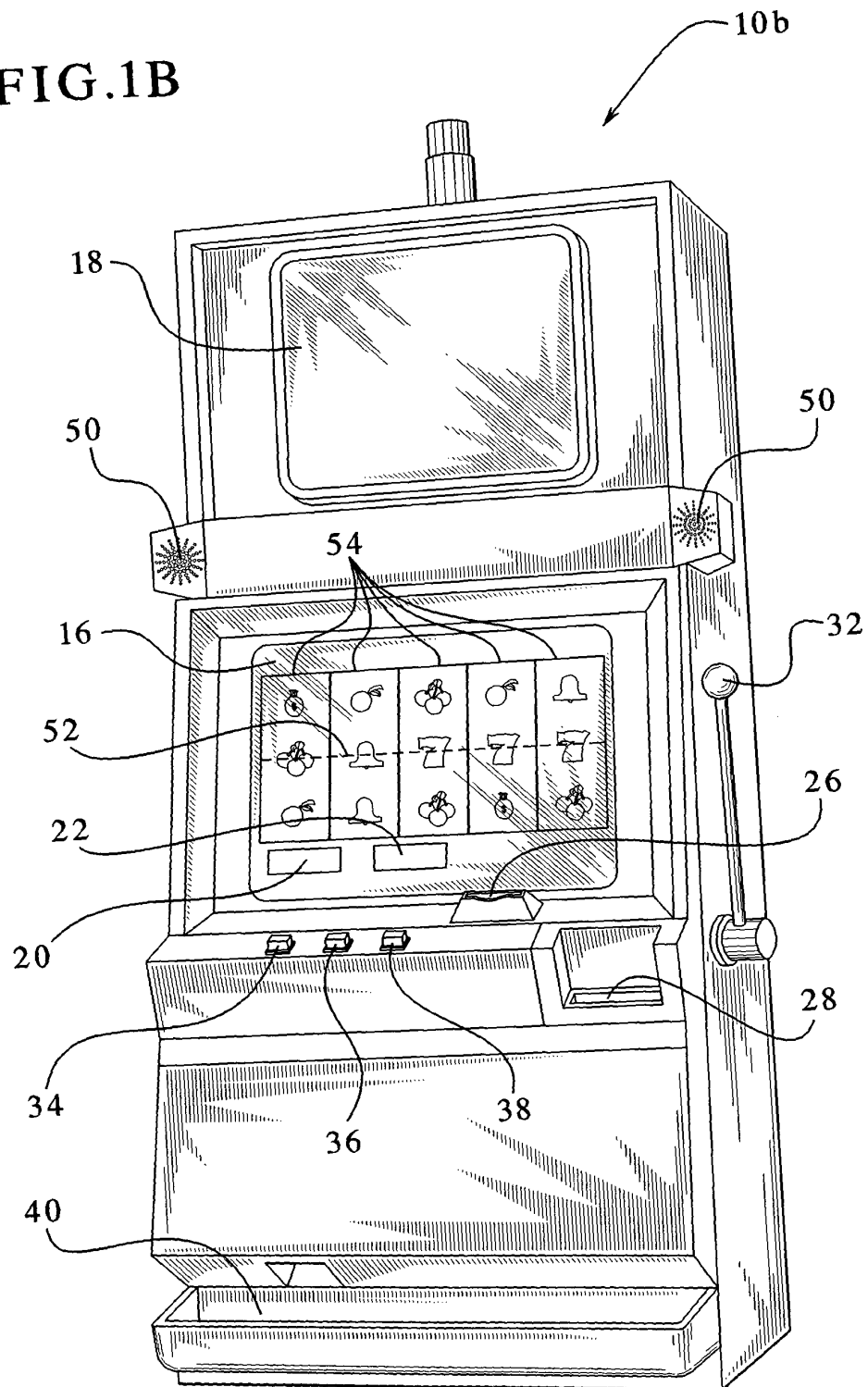


FIG.2A

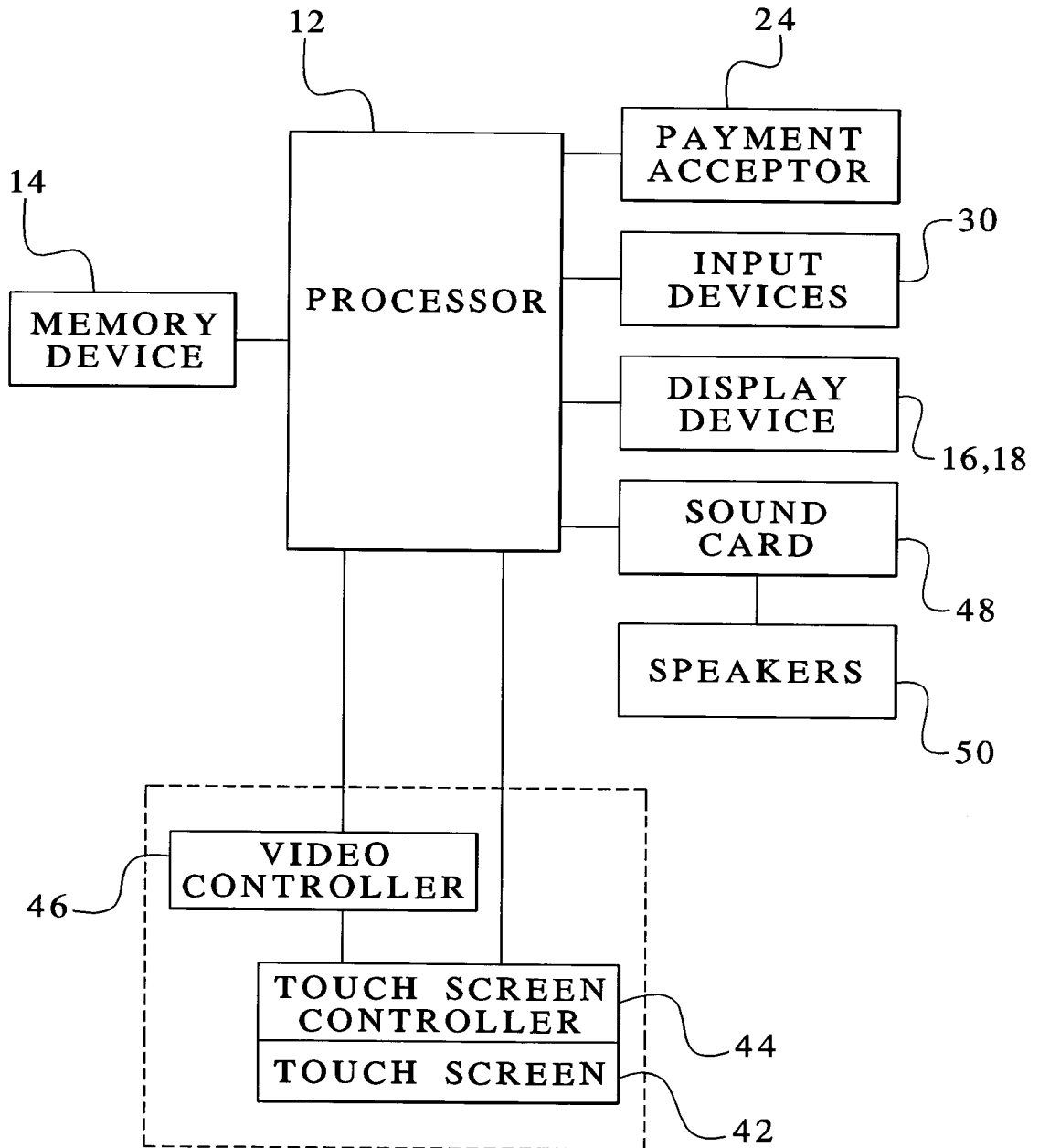
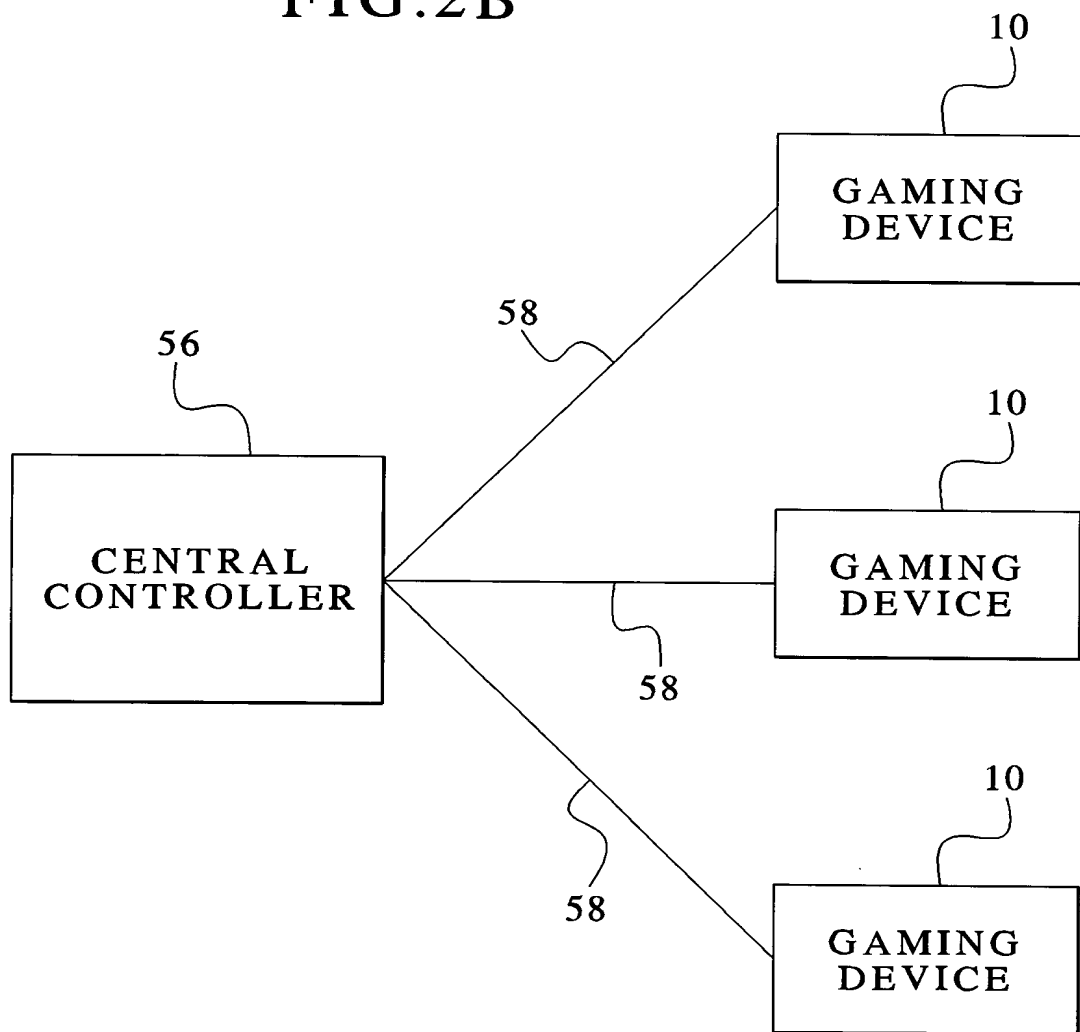


FIG.2B



COLOR 1
DESIGN 1

FIG. 3A

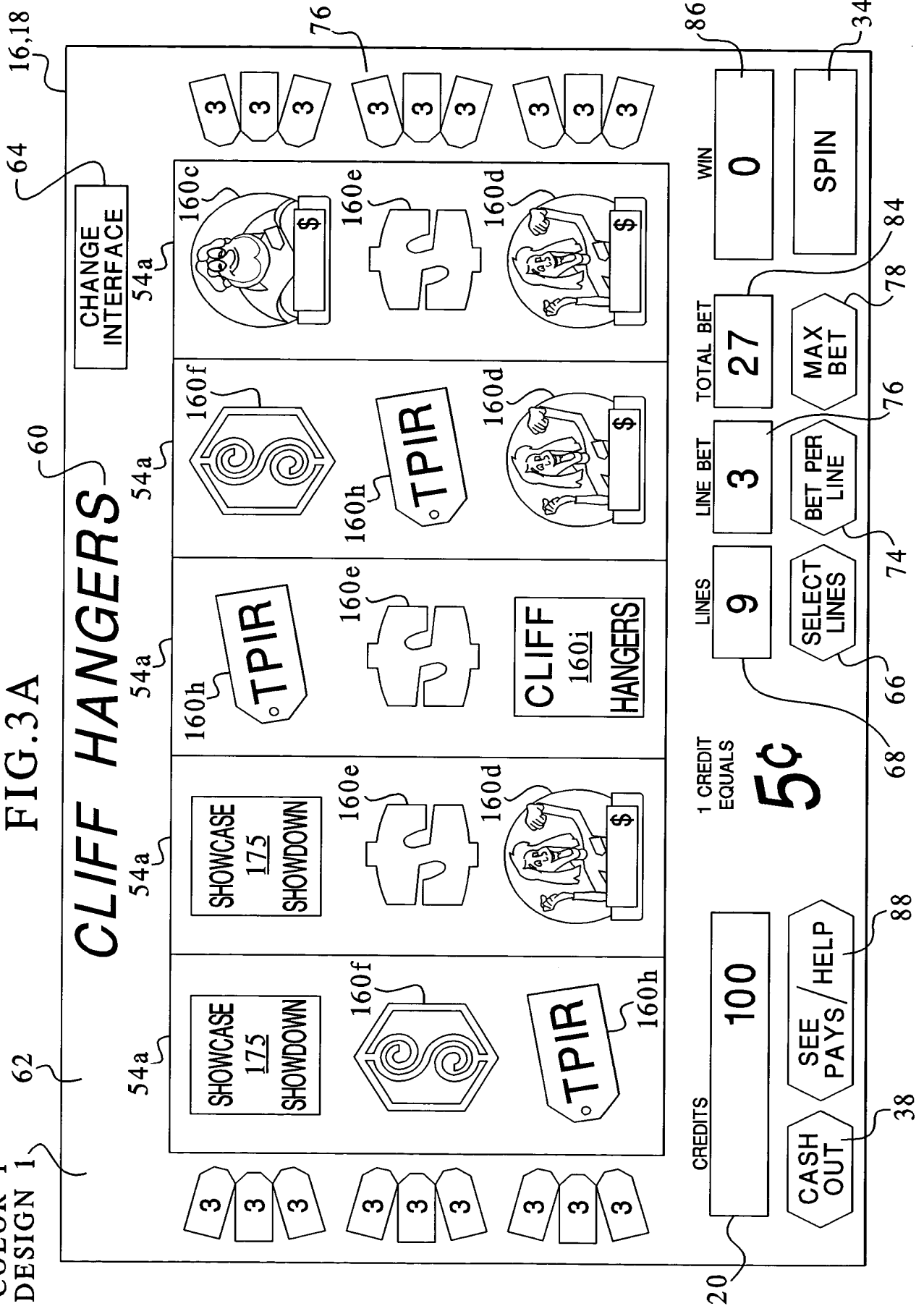
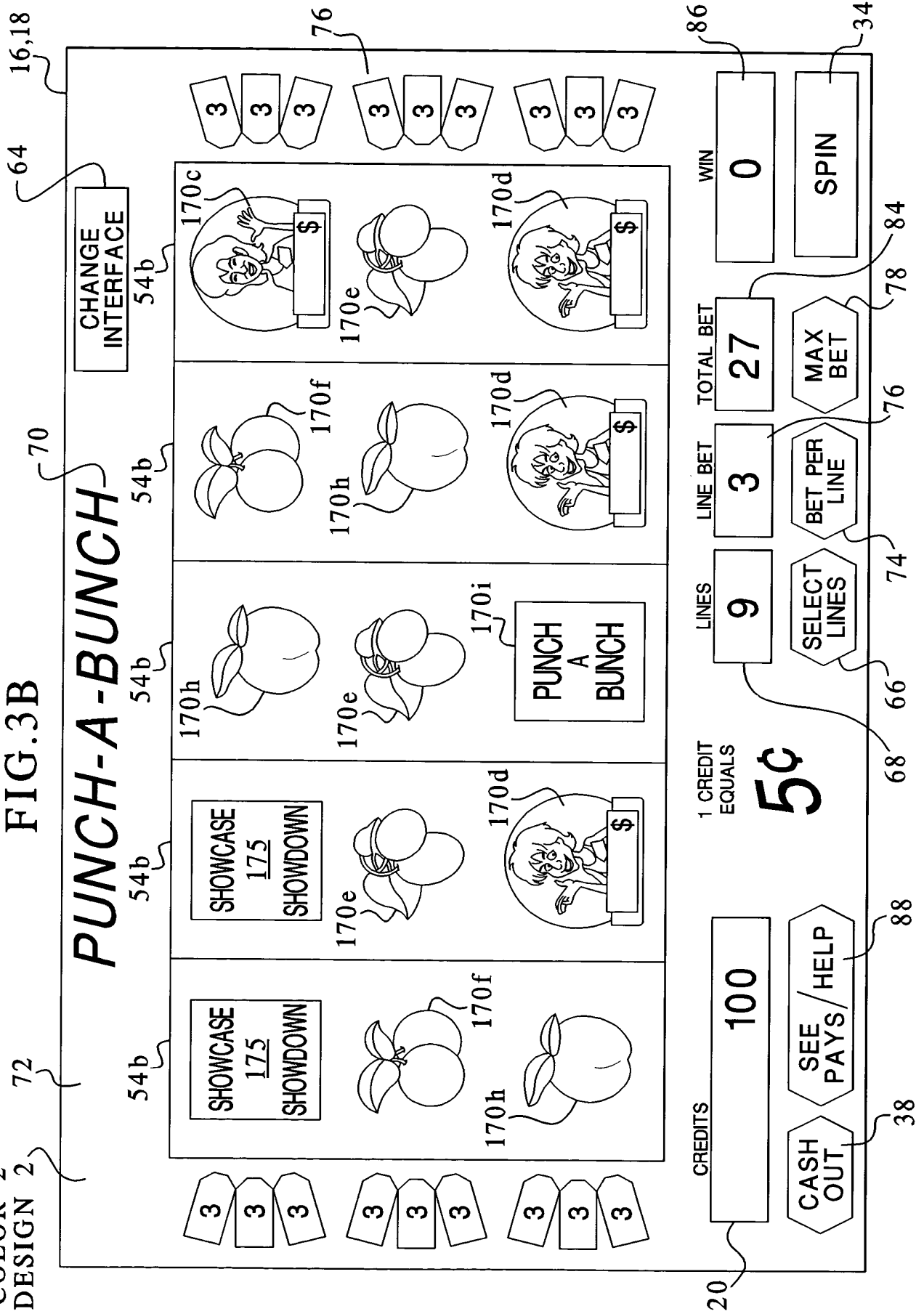


FIG. 3B



16,18



COLOR 1
DESIGN 1

FIG. 4A

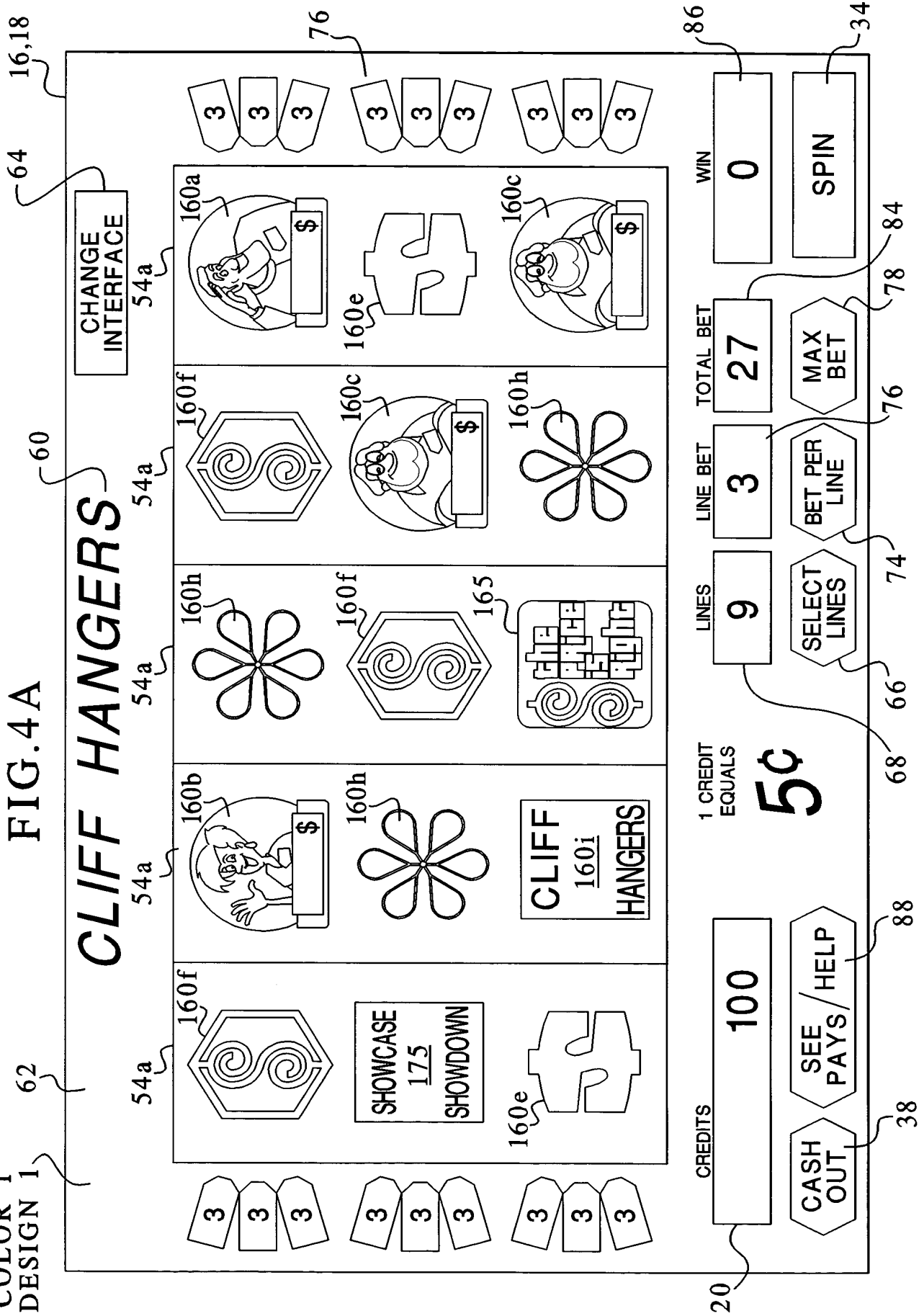
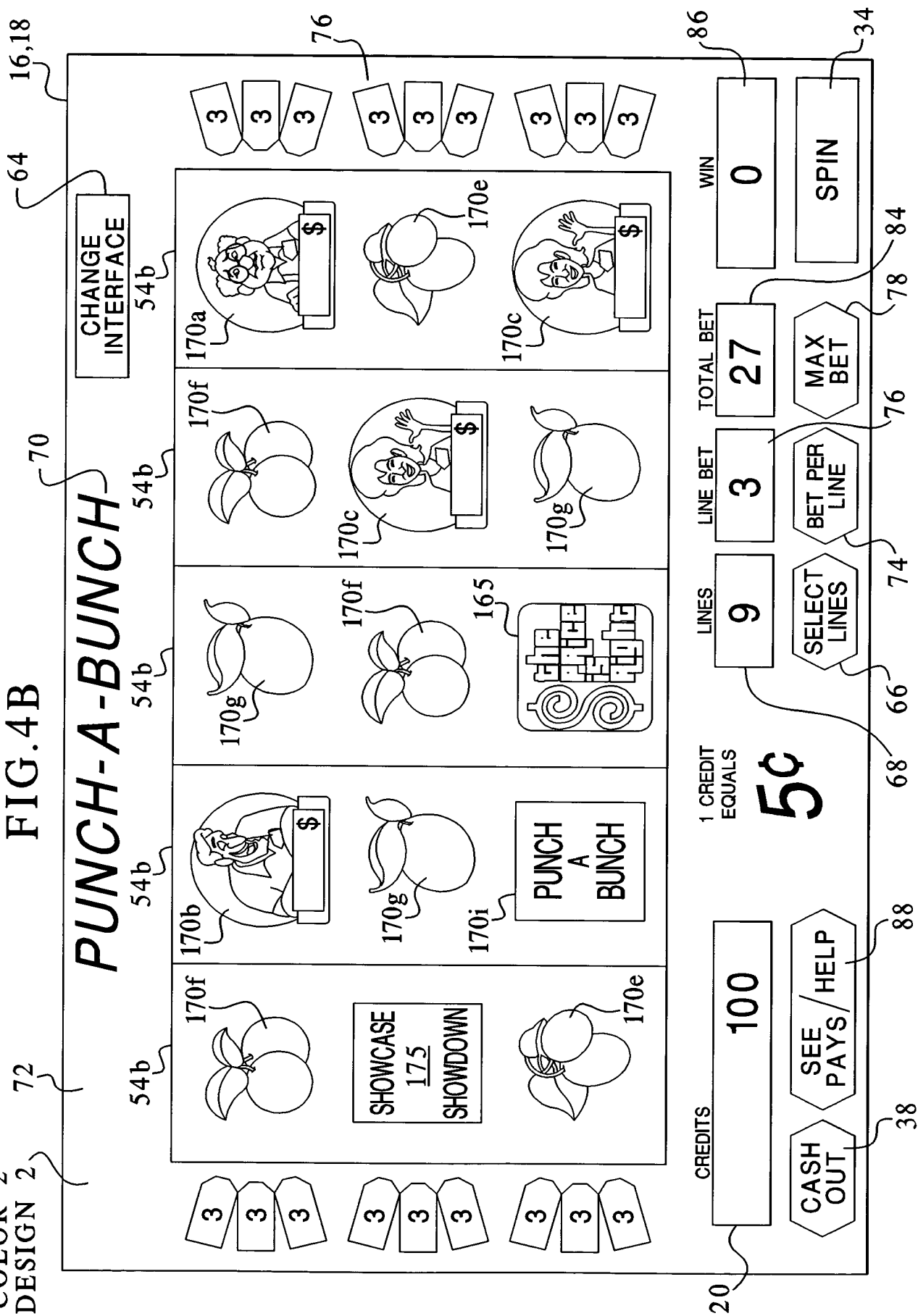


FIG. 4B



COLOR 3
DESIGN 3

FIG. 4C

PLINKO.

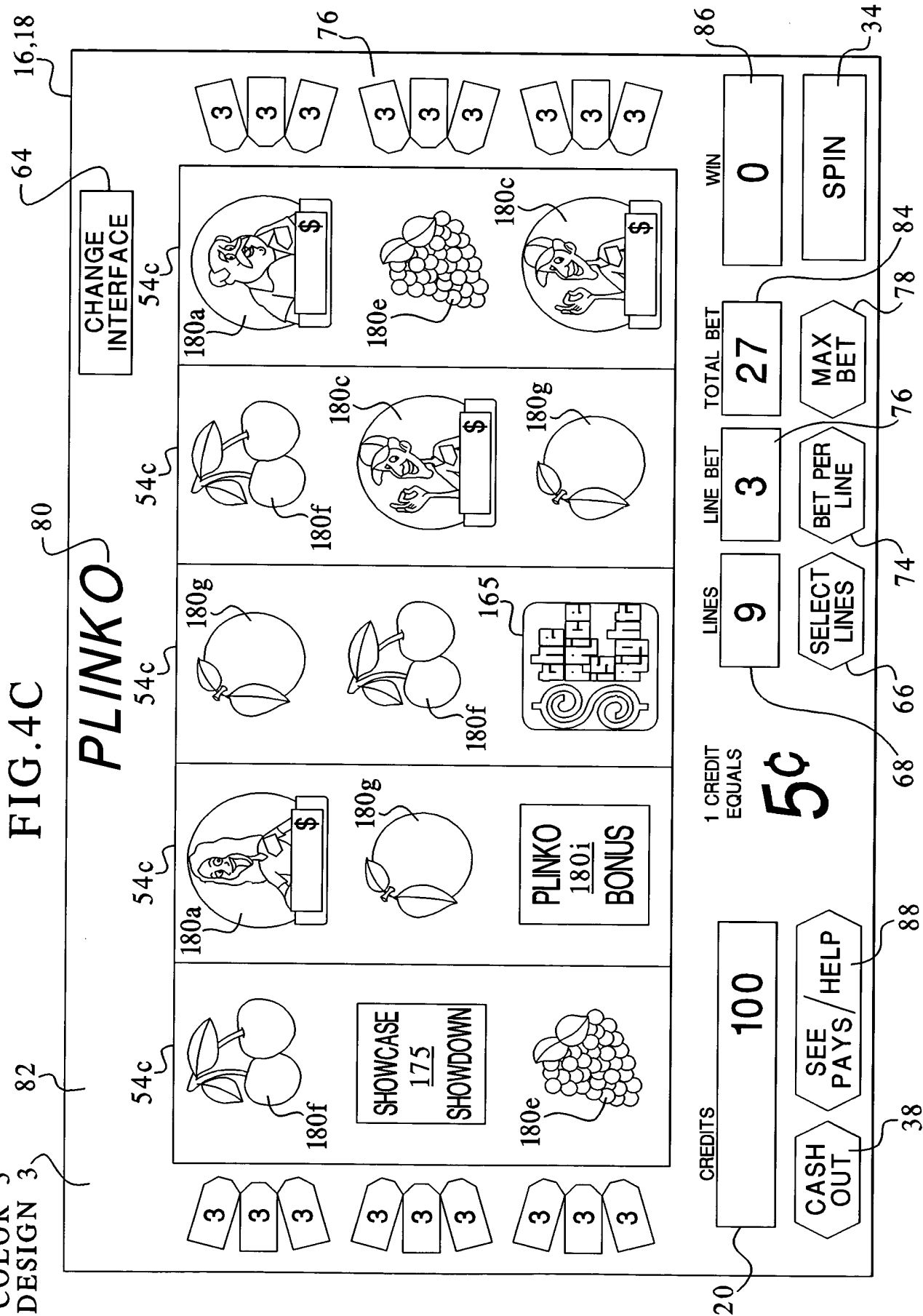


FIG. 5

FIG. 5A

FIG. 5B

FIG. 5A

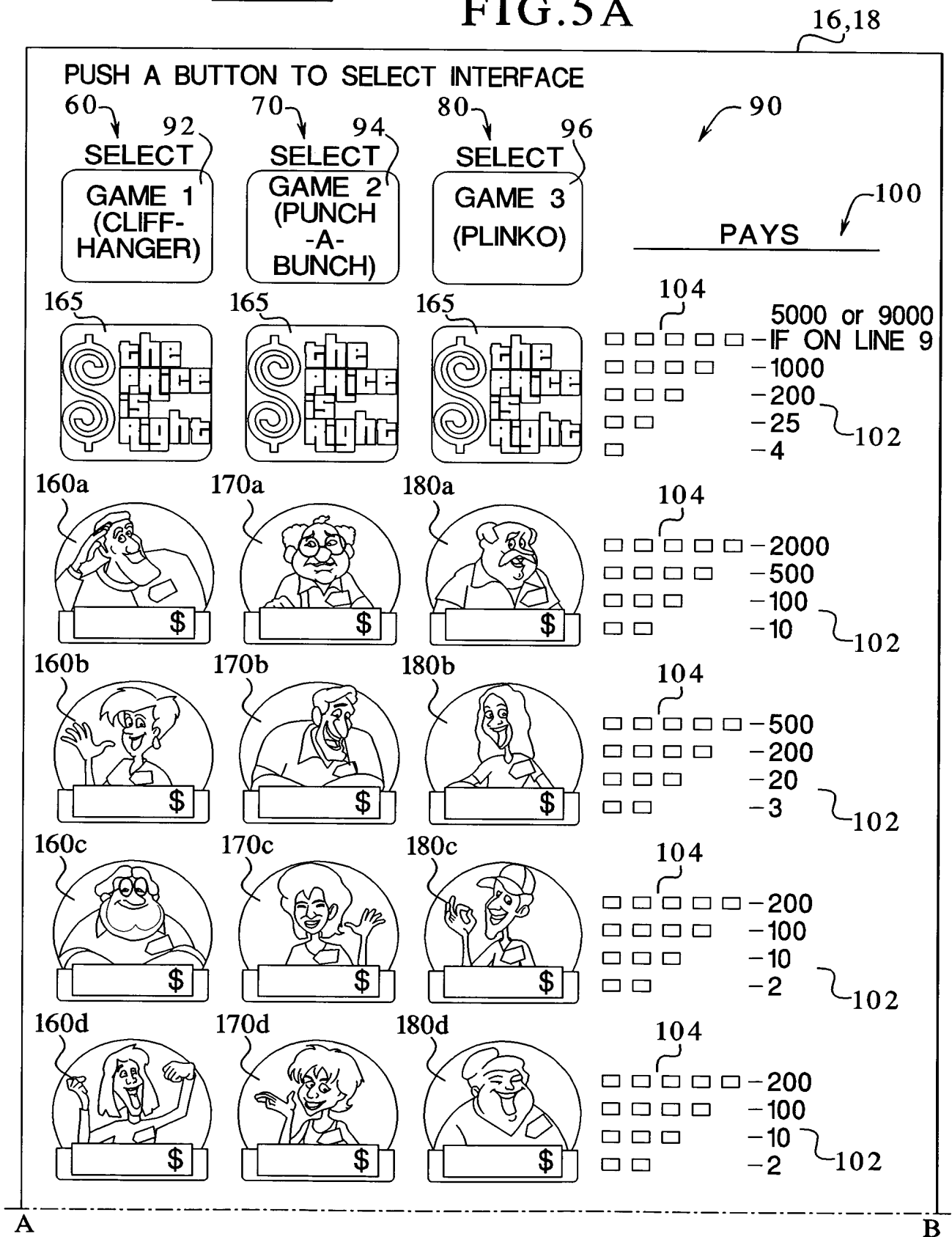


FIG. 5B

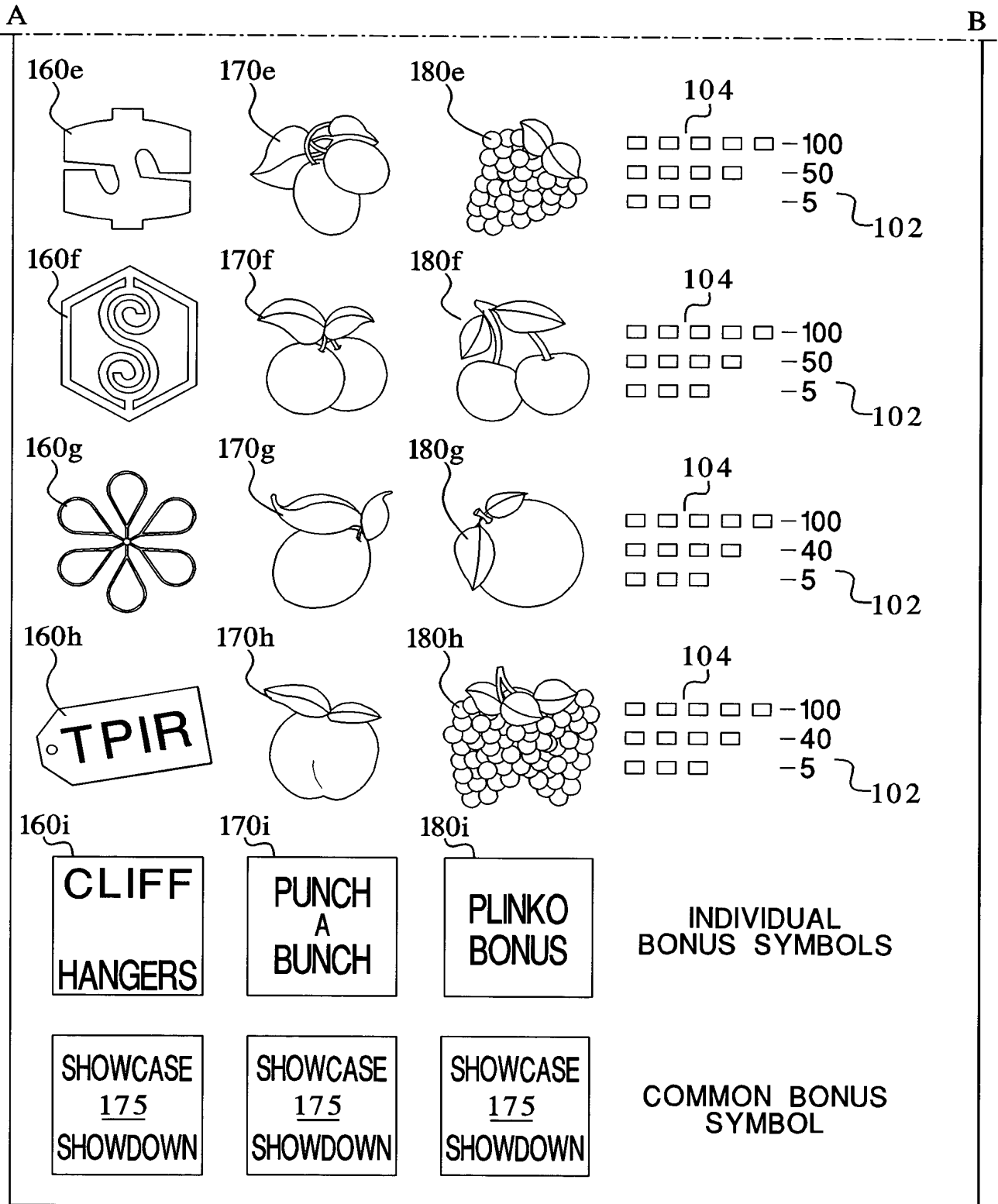
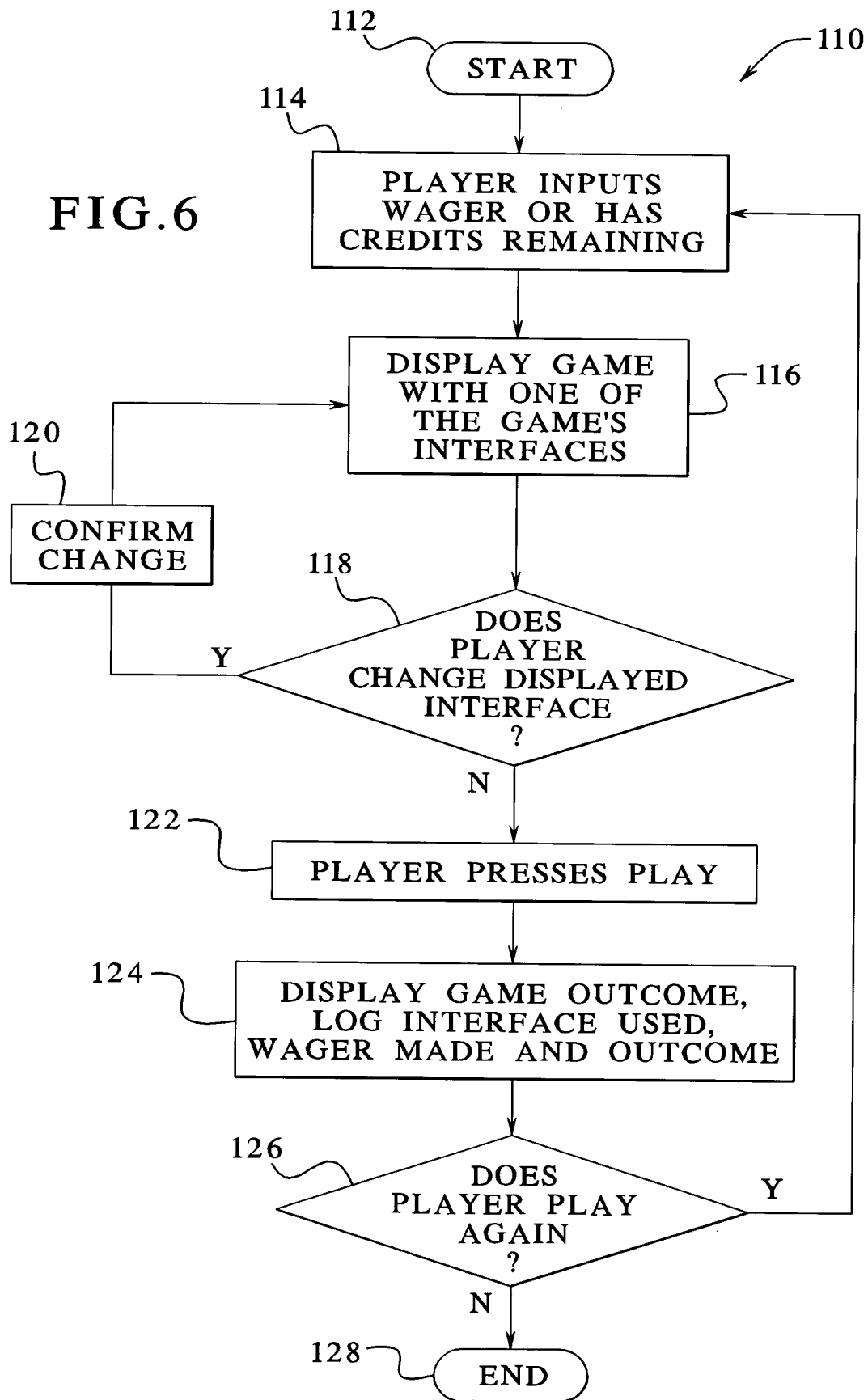
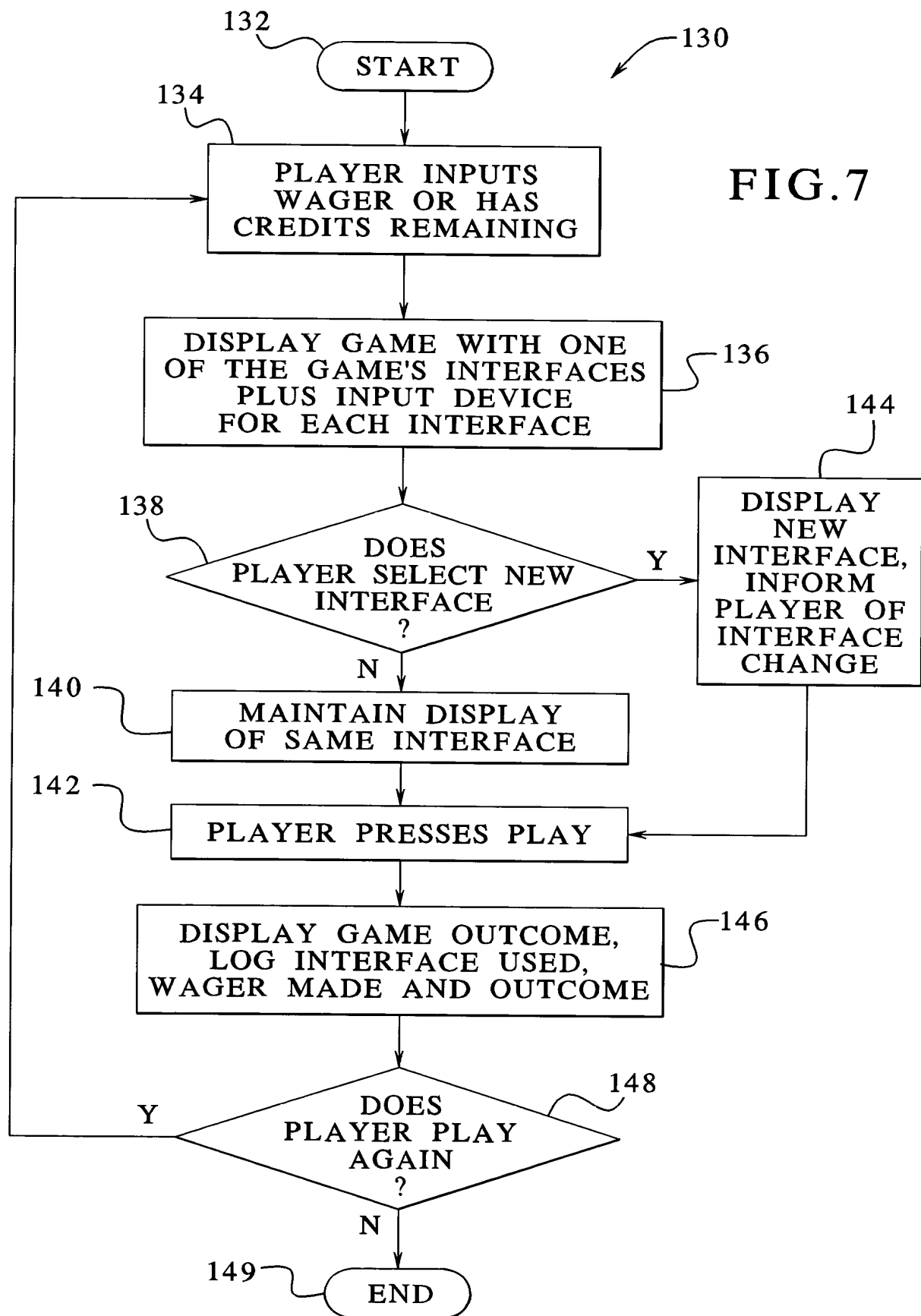


FIG.6





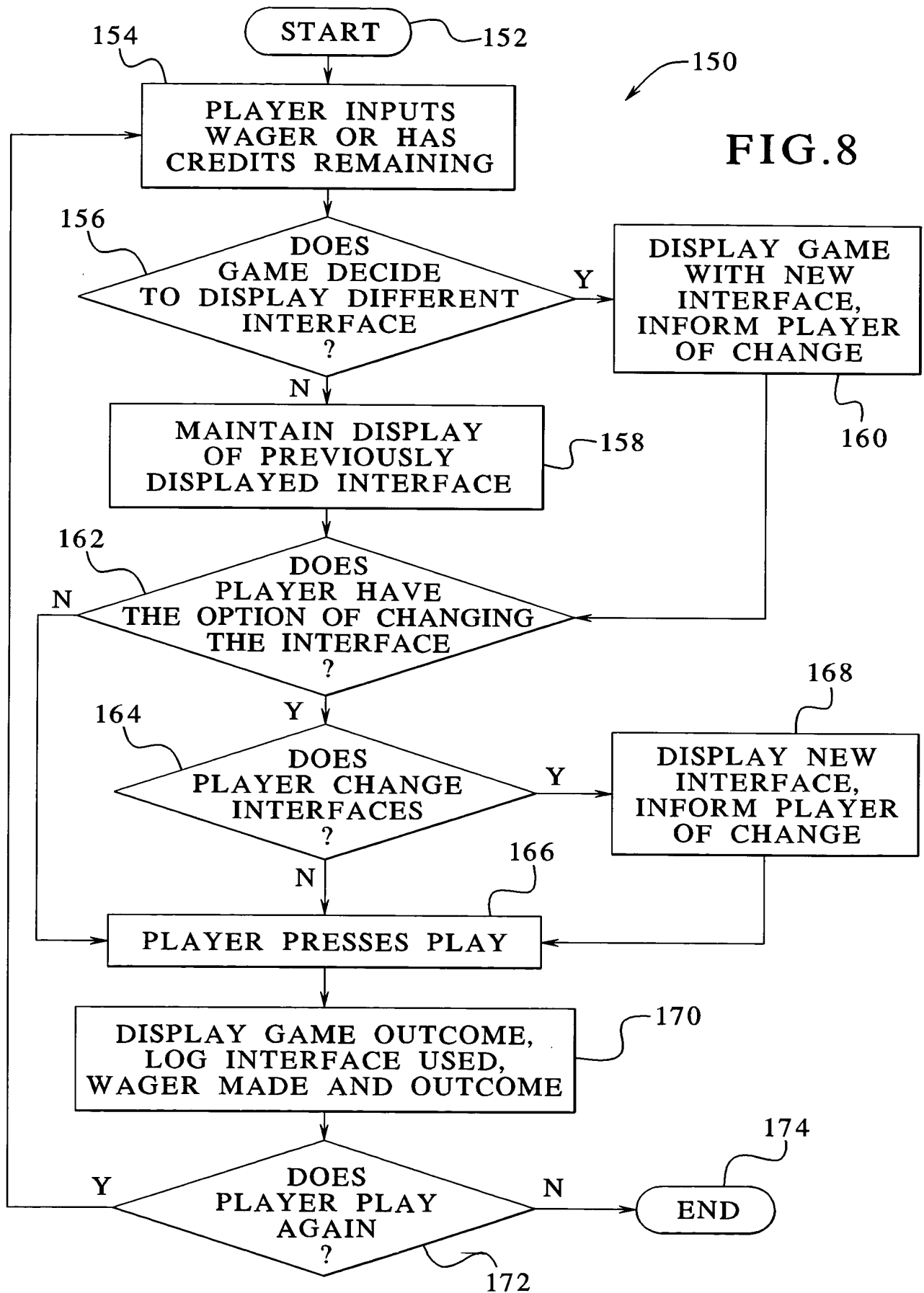


FIG.9

REASONS GAME
SWITCHES INTERFACES

- SWITCH MADE RANDOMLY NOT BASED ON GAME EVENT 182
- SWITCH MADE RANDOMLY BASED ON GAME EVENT 184
- SWITCH MADE BASED ON PLAYER'S WAGER 186
- SWITCH MADE BASED ON CREDITS ACCUMULATED OR CREDITS LOST 188
- SWITCH MADE BASED ON NUMBER OF TIMES PLAYER HAS PLAYED GAME CONSECUTIVELY 190
- SWITCH MADE BASED ON A TABULATION MAINTAINED BY A PLAYER TRACKING CARD 192
- SWITCH MADE BASED ON GAME THEME (E.G. REEL SYMBOLS CHANGE TO FOLLOW STORY LINE OF STORY ASSOCIATED WITH GAME THEME) 194

FIG.10

POSSIBLE VARIABLES
THAT CHANGE WITH
OR BASED ON CHANGE
OF INTERFACE

- PAYTABLE VOLITILITY 202
- PAYBACK PERCENTAGE (E.G. 204
COULD HAVE "BONUS" INTERFACE),
DIFFERING PAYOUTS
- WAGER REQUIREMENT FOR 206
ELIGIBILITY, E.G., FOR POSSIBLE
PROGRESSIVE PAYOUT, JACKPOT
WIN, BONUS GAME PLAY,
OR ELIGIBILITY GENERATED
- BONUS TRIGGERING SYMBOL OR 208
COMBINATION LIKELIHOOD,
LIKELIHOOD OF GENERATING,
JACKPOT, PROGRESSIVE, PERSISTENCE
INCREMENT, BONUS GAME(S)
- TOTAL NUMBER OF DIFFERENT 210
SYMBOLS DIFFERS IN SETS
- PROPORTION AND/OR ORDERING 212
OF SYMBOLS OR REEL STRIPS

FIG.11

